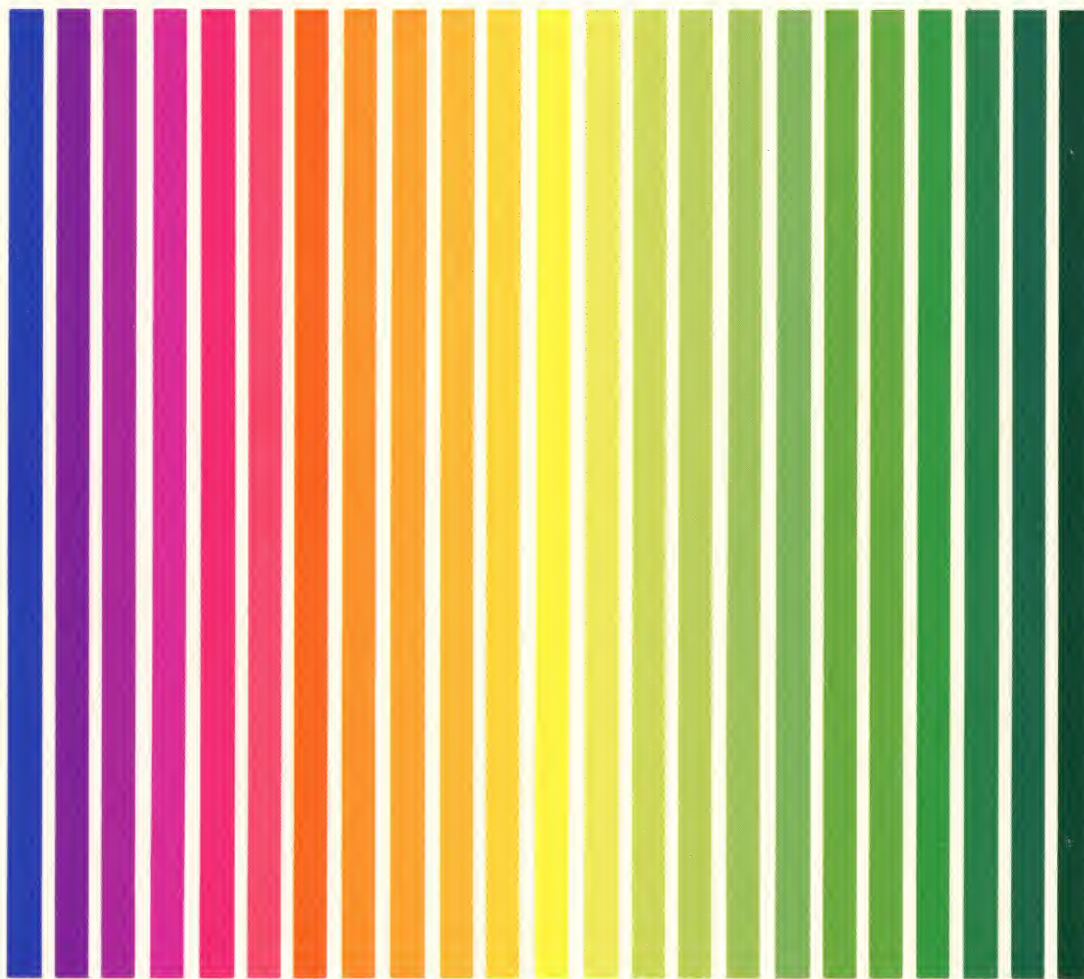


APX ATARI® PROGRAM EXCHANGE



Fernando Herrera

MY FIRST ALPHABET

APX-20083

User-Written Software for ATARI Home Computers

Fernando Herrera

MY FIRST ALPHABET

APX-20083

MY FIRST ALPHABET

by

Fernando Herrera

Program and Manual Contents © 1981 Fernando Herrera

Copyright and right to make backup copies. On receipt of this computer program and associated documentation (the software), the author grants you a nonexclusive license to execute the enclosed software. This software is copyrighted. You are prohibited from reproducing, translating, or distributing this software. If the product becomes defective, call our toll-free number, 800/538-1862 (or 800/672-1850 for calls within California), for replacement information.

TRADEMARKS OF ATARI

The following are trademarks of Atari, Inc.

ATARI
ATARI 400 Home Computer
ATARI 800 Home Computer
ATARI 410 Program Recorder
ATARI 810 Disk Drive
ATARI 820 40-Column Printer
ATARI 822 Thermal Printer
ATARI 825 80-Column Printer
ATARI 830 Acoustic Modem
ATARI 850 Interface Module

Distributed by

The ATARI Program Exchange
P. O. Box 427
155 Moffett Park Drive, B-1
Sunnyvale, CA 94086

To request an APX Software Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)
800/672-1850 (within California)

Or call our Sales number, 408/745-5535.

CONTENTS

INTRODUCTION ____ 1

- Overview ____ 1
- Required accessories ____ 1
- Contacting the author ____ 1

GETTING STARTED ____ 2

- Making a backup copy ____ 2
- Loading MY FIRST ALPHABET into computer memory ____ 2
- Using the SELECT and START keys ____ 3

USING MY FIRST ALPHABET ____ 4

- The options ____ 4

- AUTORUN ____ 4
- SELECTED PICTURES ____ 4
- LETTERS AND NUMBERS ____ 5
- LETTERS ONLY ____ 5
- NUMBERS ONLY ____ 5
- CALL A PICTURE ____ 5
- ALPHABET SONG ____ 6
- GRAPHICS EDITOR ____ 6

INTRODUCTION

OVERVIEW

MY FIRST ALPHABET is a unique teaching book. It's a collection of 36 high-resolution pictures that will enchant children and adults alike. At the touch of a key, you'll see a parade of colorful, artistically designed graphics pictures, each one representing a letter of the alphabet or a number. Music and color provide fun and enjoyment for the eye and the ear while your child's mind acquires new concepts. He or she will master objects and songs, letters and numbers, shapes and colors quickly with MY FIRST ALPHABET. The educational philosophy behind MY FIRST ALPHABET is that of association and pattern recognition, rather than of repetitious drilling.

This automatically loaded program is very easy to use. You control all features of the program with just two buttons--SELECT and START. You can't hurt the program by pressing the wrong keys and you never wonder what to do next. MY FIRST ALPHABET will either take the next step automatically or tell you what to do.

REQUIRED ACCESSORIES

24K RAM
ATARI 810 Disk Drive
ATARI BASIC Language Cartridge

CONTACTING THE AUTHOR

Users wishing to contact the author about MY FIRST ALPHABET may write to him at:

74-12 45th Avenue
Elmhurst, NY 11373

or call him at:

212/639-7766

GETTING STARTED

MAKING A BACKUP COPY

You should make a backup copy of this diskette and store the original in a dry, cool place. The program constantly uses the diskette files, and diskettes eventually wear out.

MY FIRST ALPHABET is on a diskette formatted with the Disk Operating System (DOS) II. When you duplicate the diskette, use a DOS II-formatted diskette. The steps are as follows:

1. Remove any cartridges from the cartridge slot of your computer.
2. Turn on your disk drive. When the busy light goes out, open the disk drive door and insert the MY FIRST ALPHABET diskette with the label in the lower right-hand corner nearest to you.
3. Turn on your computer and your TV set.
4. After the DOS menu appears on your TV screen, press the letter "J" to select option J, Duplicate Disk. Then follow the DOS II prompts to complete the duplication process.

LOADING MY FIRST ALPHABET INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.
2. Turn on your disk drive. (Use disk drive one if you have more than one drive.)
3. When the BUSY light goes out, open the disk drive door and insert the MY FIRST ALPHABET diskette with the label in the lower right-hand corner nearest to you.
4. Turn on your computer and your TV set.
5. The program will automatically load into computer memory and after playing the "Alphabet" song, MY FIRST ALPHABET's menu will display on your TV screen.

USING THE SELECT AND START KEYS

Use the SELECT button to select an option from the menu or to return to the menu when you want to select another option.

Use the START button to start your selected option or to carry out prompts displayed on the screen.

The functions of these two keys are easy to grasp and will soon become natural to your child. The program also contains many prompts as reminders for which button to use.

USING MY FIRST ALPHABET

MY FIRST ALPHABET greets you with the ALPHABET SONG as it displays each letter of the alphabet and the program credits. Then the menu displays on a red background. The color and the little creatures to the left of the options help you remember your currently selected option. The options are as follows:

AUTORUN	(green)
SELECTED PICTURES	(white)
LETTERS AND NUMBERS	(white)
LETTERS ONLY	(white)
NUMBERS ONLY	(white)
CALL A PICTURE	(gold)
ALPHABET SONG	(blue)
GRAPHICS EDITOR	(green)

To get started, press the SELECT button. Press it again. Notice that a little creature appears next to a different option each time you press the button. This creature indicates your currently selected option. You might want to use the SELECTED PICTURES and CALL A PICTURE options first and then try the other options.

THE OPTIONS

The WHITE options display a picture and corresponding letter that your child will then locate on the keyboard. The GOLD option lets the child ask for his or her favorite pictures. The BLUE option replays the alphabet tune you heard when you MY FIRST ALPHABET loaded into computer memory. The GREEN option at the top of the menu lets the computer automatically run MY FIRST ALPHABET should you ignore it for a minute or two. The GREEN option at the bottom of the menu gives you access to the GRAPHICS EDITOR, if you've also purchased the GRAPHICS EDITOR diskette (for more information, see the discussion under that option). Let's run through each option.

AUTORUN

Press the SELECT button until the creature appears in front of AUTORUN and then press the START button. In this mode pictures, letters, and numbers display and tunes play automatically and indefinitely. This option is ideal for very young children who aren't ready yet to practice using the keyboard. It's also great for display purposes, such as in a shop window.

Whenever MY FIRST ALPHABET is left unattended for about three minutes in any mode, it automatically returns first to the menu and then to AUTORUN.

Press any key to return to the main menu.

SELECTED PICTURES

Press the SELECT button until the creature appears in front of SELECTED PICTURES and

then press the START button. A word of advice to parents--let your child play with these pictures and explore the keyboard freely. If he or she doesn't learn the name of the letters but instead remembers a color or a gold fish, that's just fine! With time, he'll learn all the features of MY FIRST ALPHABET. No need to hurry things.

The program asks you to type letters and numbers. Press as many keys as you want. For reinforcement, you may want to repeat characters. Pressing incorrect keys (that is, keys other than numbers or letters) result only in a buzzing sound; they don't harm the program. To erase a letter or number, use the DELETE/BACK S key. If your child is typing in the characters, remind him to press only one key at a time, to be sure the program takes into account every key pressed.

After typing in all the letters and numbers for which you want the program to draw pictures, press the START button. A picture will start to form magically before your eyes! Try to guess what it is. The little man running across the bottom of the screen is an attention holder for very small children, whose concentration span tends to be limited. The little creature on the left-hand side of the screen reminds you of your current option.

When the little man stops running, the picture is complete. The program then draws a large letter or number in the upper left-hand part of the TV screen. For letters, the bottom text window displays samples of the letter in upper and lower case, along with the word identifying the picture in inverse video and a few other common words beginning with the displayed letter. For numbers, the bottom text window displays the number in arabic and word form and in a phrase.

Now ask your child to press the key on the keyboard matching the one displayed on the TV screen. If he presses an incorrect key, he'll hear a double buzz. Encourage him to keep trying, because once he presses the correct key, he'll be rewarded with music and color! The program then picks another letter or number at random from your list and repeats this sequence until you press the SELECT button to return to the menu instead of pressing a letter or number upon completion of a picture.

LETTERS AND NUMBERS LETTERS ONLY NUMBERS ONLY

Press the SELECT button until the creature appears in front of one of these options and then press the START button. These three options work like SELECTED PICTURES, except you don't preselect letters and numbers; the program does it for you.

CALL A PICTURE

Press the SELECT button until the creature appears in front of CALL A PICTURE and then press the START button. Use this option to request particular pictures by pressing the letter or number corresponding to the picture desired. This option is useful for working with your child on letter and number recognition. For example, you can ask him for a B or for a CLOWN.

ALPHABET SONG

Press the SELECT button until the creature appears in front of ALPHABET SONG and then press the START button. Use this option to replay the alphabet tune you heard at the beginning of the program. The program redisplay the alphabet as the tune plays, and then returns you to the menu.

GRAPHICS EDITOR

When you select this option, the program prompts you to "INSERT DISKETTE 2 AND PRESS START". However, this option is usable only if you've purchased the GRAPHICS EDITOR diskette (APX-20085), which is sold as separately along with instructions. Press the SELECT button to return to the menu if you don't want to use this option.

You can use the GRAPHICS EDITOR to create, modify, or merge your own pictures with MY FIRST ALPHABET or with your own BASIC programs. The editor lets you create pictures that might be more meaningful for your particular child. Although the program guides you in creating and editing your pictures, you need programming experience in ATARI BASIC to use the editor. You also need patience to create detailed graphics pictures. The editor produces the image, in real-time, creates the file, stores it on diskette, and retrieves it.

Write or call the ATARI Program Exchange for more information about this product.

THAT'S IT!

MAY YOU AND YOUR CHILD SPEND
MANY HAPPY HOURS TOGETHER ENJOYING
MY FIRST ALPHABET!

DISCLAIMER OF WARRANTY AND LIABILITY ON COMPUTER PROGRAMS

Neither Atari, Inc. ("ATARI"), nor its software supplier, distributor, or dealers make any express or implied warranty of any kind with respect to this computer software program and/or material, including, but not limited to warranties of merchantability and fitness for a particular purpose. This computer program software and/or material is distributed solely on an "as is" basis. The entire risk as to the quality and performance of such programs is with the purchaser. Purchaser accepts and uses this computer program software and/or material upon his/her own inspection of the computer software program and/or material, without reliance upon any representation or description concerning the computer program software and/or material. Should the computer program software and/or material prove defective, purchaser and not ATARI, its software supplier, distributor, or dealer, assumes the entire cost of all necessary servicing, repair, or correction, and any incidental damages.

In no event shall ATARI, or its software supplier, distributor, or dealer be liable or responsible to a purchaser, customer, or any other person or entity with respect to any liability, loss, incidental or consequential damage caused or alleged to be caused, directly or indirectly, by the computer program software and/or material, whether defective or otherwise, even if they have been advised of the possibility of such liability, loss, or damage.

LIMITED WARRANTIES ON MEDIA AND HARDWARE ACCESSORIES

ATARI warrants to the original consumer purchaser that the media on which the computer software program and/or material is recorded, including computer program cassettes or diskettes, and all hardware accessories are free from defects in materials or workmanship for a period of 30 days from the date of purchase. If a defect covered by this limited warranty is discovered during this 30-day warranty period, ATARI will repair or replace the media or hardware accessories, at ATARI's option, provided the media or hardware accessories and proof of date of purchase are delivered or mailed, postage prepaid, to the ATARI Program Exchange.

This warranty shall not apply if the media or hardware accessories (1) have been misused or show signs of excessive wear, (2) have been damaged by playback equipment or by being used with any products not supplied by ATARI, or (3) if the purchaser causes or permits the media or hardware accessories to be serviced or modified by anyone other than an authorized ATARI Service Center. Any applicable implied warranties on media or hardware accessories, including warranties of merchantability and fitness, are hereby limited to 30 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties on media or hardware accessories are hereby excluded. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. Some states also do not allow the exclusion or limitation of incidental or consequential damage, so the above limitation or exclusion may not apply to you.

ATARI PROGRAM EXCHANGE

REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate and/or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game software)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the software or user instructions:

STAMP

ATARI Program Exchange
P.O. Box 427
155 Moffett Park Drive, B-1
Sunnyvale, CA 94086

[seal here]